

AMENDMENTS TO THE CLAIMS AND CLAIM LISTING

The listing of the claims immediately below, in which certain amendments are highlighted, replaces all prior versions of the claims provided in this application. Amendments to the claims previously entered in this application have not been highlighted herein.

Claim 1. (Currently amended) A system, which may be used with at least two client nodes which are adapted to communicate with one another via an instant messaging utility and further which are adapted to communicate with one another via a video conference utility, comprising:

~~at least two client nodes adapted to communicate with each other via an instant messaging utility;~~

an instant messaging server for supporting instant messages between the at least two client nodes; ~~and~~

a second server for supporting a video conference ~~video conferences~~ between video conference participants, ~~a video conference being initiated between video conference participants in response to an instant message transmitted between the at least two client nodes~~ using the at least two client nodes; ~~and~~

a video conference resource allocator, communicatively coupled to said instant messaging server and said second server, said video conference resource allocator adapted to allocate video conference resources in said second server in response to a request for a video conference from said instant messaging server, such that a video

conference may be initiated between the at least two client nodes, and further adapted to communicate to the at least two client nodes, via said instant message server, resource information enabling the at least two client nodes to join the video conference.

Claim 2. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via the public switched telephone network (PSTN).

Claim 3. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via cellular communication.

Claim 4. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via a computer.

Claim 5. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via a network gateway.

Claim 6. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via a video conferencing standard protocol.

Claim 7. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via an ISDN standard protocol.

Claim 8. (Original) The system of claim 1, wherein at least one of the video conference participants participates in the video conference via an ATM standard protocol.

Claim 9. (Currently amended) The system of claim 1, wherein the instant messaging server message contains information related to communication modes of the client nodes used to ~~participants to be used by the participants to~~ participate in the video conference.

Claim 10. (Original) The system of claim 9, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

Claim 11. (Original) The system of claim 9, wherein the communication modes comprise cellular communication.

Claim 12. (Original) The system of claim 9, wherein the communication modes comprise communication via a computer.

Claim 13. (Original) The system of claim 9, wherein the communication modes comprise communication via a gateway.

Claim 14. (Original) The system of claim 9, wherein the communication modes comprise communication via a video conferencing standard protocol.

Claim 15. (Original) The system of claim 9, wherein the communication modes comprise communication via an ISDN standard protocol.

Claim 16. (Original) The system of claim 9, wherein the communication modes comprise communication via an ATM standard protocol.

Claim 17. (Currently amended) The system of claim 1, further comprising a data base communicatively coupled to said instant messaging server ~~third server for storing~~ processing information related to the client nodes used ~~participants in the video conference~~ to initiate the video conference.

Claim 18. (Currently amended) The system of claim 17, wherein the instant messaging server ~~third server~~ receives the information from the instant message data base.

Claim 19. (Currently amended) The system of claim 17, wherein the information is related to communication modes of the client nodes used ~~participants to be used by the participants~~ to participate in the video conference.

Claim 20. (Original) The system of claim 19, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

Claim 21. (Original) The system of claim 19, wherein the communication modes comprise cellular communication.

Claim 22. (Original) The system of claim 19, wherein the communication modes comprise communication via a computer.

Claim 23. (Original) The system of claim 19, wherein the communication modes comprise communication via a gateway.

Claim 24. (Original) The system of claim 19, wherein the communication modes comprise communication via a video conferencing standard protocol.

Claim 25. (Original) The system of claim 19, wherein the communication modes comprise communication via an ISDN standard protocol.

Claim 26. (Original) The system of claim 19, wherein the communication modes comprise communication via an ATM standard protocol.

Claim 27. (Original) The system of claim 1, wherein the second server is a network video conferencing server which supports video conferences using a network video conferencing protocol.

Claim 28. (Currently amended) A communication method which may be employed in a system including at least two client nodes which are adapted to communicate with one another via an instant messaging utility and further which are adapted to communicate with one another via a video conference utility, comprising:

~~providing at least two client nodes adapted to communicate with each other via an instant messaging utility;~~

providing an instant messaging server for supporting instant messages between the at least two client nodes; and

providing a second server for supporting a video conference ~~video conferences~~ between video conference participants, ~~a video conference being initiated between video conference participants in response to an instant message transmitted between the at least two client nodes~~ using the at least two client nodes; and

providing a video conference resource allocator, communicatively coupled to said instant messaging server and said second server, said video conference resource allocator adapted to allocate video conference resources in said second server in response to a request for a video conference from said instant messaging server, such that a video conference may be initiated between the at least two client nodes, and further adapted to communicate to the at least two client nodes, via said instant

message server, resource information enabling the at least two client nodes to join the video conference.

Claim 29. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via the public switched telephone network (PSTN).

Claim 30. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via cellular communication.

Claim 31. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via a computer.

Claim 32. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via a network gateway.

Claim 33. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via a video conferencing standard protocol.

Claim 34. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via an ISDN standard protocol.

Claim 35. (Original) The method of claim 28, wherein at least one of the video conference participants participates in the video conference via an ATM standard protocol.

Claim 36. (Currently amended) The method of claim 28, wherein the instant messaging server message contains information related to communication modes of the client nodes used to ~~participants to be used by the participants to~~ participate in the video conference.

Claim 37. (Original) The method of claim 36, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

Claim 38. (Original) The method of claim 36, wherein the communication modes comprise cellular communication.

Claim 39. (Original) The method of claim 36, wherein the communication modes comprise communication via a computer.

Claim 40. (Original) The method of claim 36, wherein the communication modes comprise communication via a gateway.

Claim 41. (Original) The method of claim 36, wherein the communication modes comprise communication via a video conferencing standard protocol.

Claim 42. (Original) The method of claim 36, wherein the communication modes comprise communication via an ISDN standard protocol.

Claim 43. (Original) The method of claim 36, wherein the communication modes comprise communication via an ATM standard protocol.

Claim 44. (Currently amended) The method of claim 28, further comprising communicatively coupling a data base to said instant messaging server ~~providing a third server for~~ storing ~~processing~~ information related to the client nodes used ~~participants in the video conference~~ to initiate the video conference.

Claim 45. (Currently amended) The method of claim 44, wherein the instant messaging server ~~third server~~ receives the information from the data base, ~~initiate video conference signal~~ instant message.

Claim 46. (Currently amended) The method of claim 44, wherein the information is related to communication modes of the client nodes ~~participants~~ to be used ~~by the participants~~ to participate in the video conference.

Claim 47. (Original) The method of claim 46, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

Claim 48. (Original) The method of claim 46, wherein the communication modes comprise cellular communication.

Claim 49. (Original) The method of claim 46, wherein the communication modes comprise communication via a computer.

Claim 50. (Original) The method of claim 46, wherein the communication modes comprise communication via a gateway.

Claim 51. (Original) The method of claim 46, wherein the communication modes comprise communication via a video conferencing standard protocol.

Claim 52. (Original) The method of claim 46, wherein the communication modes comprise communication via an ISDN standard protocol.

Claim 53. (Original) The method of claim 46, wherein the communication modes comprise communication via an ATM standard protocol.

Claim 54. (Original) The method of claim 28, wherein the second server is a network video conferencing server which supports video conferences using a network video conferencing protocol.